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☐	L9	L8 and scal$3 same size and storage and discard$3	96
☐	L8	level same detail and MIP same map$5 and size and (divid$3 or subdivi$5)	308
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☐	L4	345/552.ccls.	194
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☐	L1	345/419.ccls.	2426

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PALM INTRANET

Day : Tuesday
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Inventor Name Search Result

Your Search was:

Last Name = PURCELL
First Name = STEPHEN

Application#	Patent#	Status	Date Filed	Title	Inventor Name
08941684	5873463	150	09/30/1997	TOOL BOX	PURCELL, STEPHEN
09376820	6643726	150	08/18/1999	METHOD OF MANUFACTURE AND APPARATUS OF AN INTEGRATED COMPUTING SYSTEM	PURCELL, STEPHEN
09376830	6745318	150	08/18/1999	METHOD AND APPARATUS OF CONFIGURABLE PROCESSING	PURCELL, STEPHEN
11135755	Not Issued	30	05/23/2005	Time-shifting audio and video programs	PURCELL, STEPHEN
60788690	Not Issued	20	04/03/2006	Flexible interconnect assembly for implantable medical devices	PURCELL, STEPHEN
09099850	6249799	150	06/19/1998	SELECTIVE CARRY BOUNDARY	PURCELL, STEPHEN C
09158748	6460065	150	09/22/1998	CIRUIT AND METHOD FOR PARTIAL PRODUCT PRODUCT BIT SHIFTING	PURCELL, STEPHEN C
09444010	6775414	150	11/19/1999	VARIABLE-LENGTH CODE DECODER	PURCELL, STEPHEN C.
09484549	Not Issued	41	01/18/2000	Method and apparatus for dynamic allocation of processing resources	PURCELL, STEPHEN C.
09972007	6938198	150	10/05/2001	METHOD AND SYSTEM FOR ACCELERATING ETHERNET CHECKSUMS	PURCELL, STEPHEN C.
10865469	Not Issued	20	06/10/2004	Variable-length code decoder	PURCELL, STEPHEN C.
11003768	Not Issued	20	12/02/2004	Transferring execution from one instruction stream to another	PURCELL, STEPHEN C.
11351652	Not Issued	18	02/09/2006	Method and system for implementing low overhead memory access in transpose operations	PURCELL, STEPHEN C.

60283665	Not Issued	159	04/12/2001	Method and apparatus for accelerating ethernet checksums	PURCELL, STEPHEN C.
60304933	Not Issued	159	07/11/2001	Layered crossbar memory switch for scalable graphics systems	PURCELL, STEPHEN C.
60651830	Not Issued	159	02/09/2005	Method and system for overhead memory access in transpose operations	PURCELL, STEPHEN C.
07572198	5253078	150	08/23/1990	SYSTEM FOR COMPRESSION AND DECOMPRESSION OF VIDEO DATA USING DISCRETE COSINE TRANSFORM AND CODING TECHNIQUES	PURCELL, STEPHEN C.
07669818	Not Issued	166	03/15/1991	DECOMPRESSION PROCESSOR FOR VIDEO APPLICATIONS	PURCELL, STEPHEN C.
07891507	5870497	150	05/28/1992	DECODER FOR COMPRESSED VIDEO SIGNALS	PURCELL, STEPHEN C.
08046474	5379356	150	04/13/1993	DECOMPRESSION PROCESSOR FOR VIDEO APPLICATIONS	PURCELL, STEPHEN C.
08105253	5598514	150	08/09/1993	STRUCTURE AND METHOD FOR A MULTISTANDARD VIDEO ENCODER/DECODER	PURCELL, STEPHEN C.
08281334	5625784	150	07/27/1994	VARIABLE LENGTH INSTRUCTIONS PACKED IN A FIXED LENGTH DOUBLE INSTRUCTION	PURCELL, STEPHEN C.
08281377	5623434	150	07/27/1994	STRUCTURE AND METHOD OF USING AN ARITHMETIC AND LOGIC UNIT FOR CARRY PROPAGATION STAGE OF A MULTIPLIER	PURCELL, STEPHEN C.
08285376	5586070	150	08/03/1994	STRUCTURE AND METHOD FOR EMBEDDING TWO SMALL MULTIPLIERS IN A LARGER MULTIPLIER	PURCELL, STEPHEN C.
08285379	5477543	150	08/03/1994	STRUCTURE AND METHOD FOR SHIFTING AND REORDERING A PLURALITY OF DATA BYTES	PURCELL, STEPHEN C.
08296387	5815646	150	10/11/1994	DECOMPRESSION PROCESSOR FOR VIDEO APPLICATIONS	PURCELL, STEPHEN C.
08296777	Not Issued	166	08/26/1994	DECOMPRESSION PROCESSOR FOR VIDEO	PURCELL, STEPHEN C.

				APPLICATIONS	
08296943	5608888	150	08/26/1994	METHOD AND APPARATUS FOR MAPPING DATA OF A 2-DIMENSIONAL SPACE FROM A LINEARLY ADDRESSED MEMORY SYSTEM	PURCELL, STEPHEN C.
08297722	5598483	150	10/24/1994	MPEG VIDEO DECOMPRESSION PROCESSOR	PURCELL, STEPHEN C.
08311670	5568167	150	09/23/1994	SYSTEM FOR PROVIDING ANTIALIASED VIDEO OVERLAYS	PURCELL, STEPHEN C.
08416372	5712799	150	04/04/1995	METHOD AND STRUCTURE FOR PERFORMING MOTION ESTIMATION USING REDUCED PRECISION PIXEL INTENSITY VALUES	PURCELL, STEPHEN C.
08520286	5740340	150	08/28/1995	2-DIMENSIONAL MEMORY ALLOWING ACCESS BOTH AS ROWS OF DATA WORDS AND COLUMNS OF DATA WORDS	PURCELL, STEPHEN C.
08520287	5630033	150	08/28/1995	ADAPTIC THRESHOLD FILTER AND METHOD THEREOF	PURCELL, STEPHEN C.
08520288	Not Issued	161	08/28/1995	STRUCTURE AND METHOD FOR A MULTISTANDARD VIDEO ENCODER/DECODER	PURCELL, STEPHEN C.
08520318	5608656	150	08/28/1995	MOTION VECTOR ENCODING CIRCUIT AND METHOD THEREOF	PURCELL, STEPHEN C.
08520319	6071004	150	08/28/1995	NON-LINEAR DIGITAL FILTERS FOR INTERLACED VIDEO SIGNALS AND METHOD THEREOF	PURCELL, STEPHEN C.
08520353	6122442	150	08/28/1995	STRUCTURE AND METHOD FOR MOTION ESTIMATION OF A DIGITAL IMAGE BY MATCHING DERIVED SCORES	PURCELL, STEPHEN C.
08537495	5664154	150	10/02/1995	M/A FOR OPTIMIZING RETRY TIME UPON CACHE-MISS BY SELECTING A DELAY TIME ACCORDING TO WHETHER THE ADDRESSED LOCATION'S DIRTY BIT INDICATES A WRITE-BACK	PURCELL, STEPHEN C.
08541562	5812437	150	10/10/1995	PROGRAMMABLE LOGIC	PURCELL,

				UNIT FOR ARITHMETIC, LOGIC AND EQUALITY FUNCTIONS	STEPHEN C.
08541563	5751622	150	10/10/1995	STRUCTURE AND METHOD FOR SIGNED MULTIPLICATION USING LARGE MULTIPLIER HAVING TWO EMBEDDED SIGNED MULTIPLIERS	PURCELL, STEPHEN C.
08541565	5864704	150	10/10/1995	MULTIMEDIA PROCESSOR USING VARIABLE LENGTH INSTRUCTIONS WITH OPCODE SPECIFICATION OF SOURCE OPERAND AS RESULT OF PRIOR INSTRUCTION	PURCELL, STEPHEN C.
08577032	5719802	150	12/22/1995	ADDER CIRCUIT INCORPORATING BYTE BOUNDARIES	PURCELL, STEPHEN C.
08730252	5809174	150	10/15/1996	DECOMPRESSION PROCESSOR FOR VIDEO APPLICATIONS	PURCELL, STEPHEN C.
08880357	5910909	150	06/23/1997	NON-LINEAR DIGITAL FILTERS FOR INTERLACED VIDEO SIGNALS AND METHOD THEREOF	PURCELL, STEPHEN C.
09100266	6081823	150	06/19/1998	CIRCUIT AND METHOD FOR WRAP-AROUND SIGN EXTENSION FOR SIGNED NUMBERS	PURCELL, STEPHEN C.
09100385	6286023	150	06/19/1998	PARTITIONED ADDER TREE SUPPORTED BY A MULTIPLEXER CONFIGURATION	PURCELL, STEPHEN C.
09100446	6073156	150	06/19/1998	CIRCUIT AND METHOD FOR WRAP-AROUND SIGN EXTENSION FOR SIGNED NUMBERS USING REPLACEMENT OF MOST SIGNIFICANT BIT	PURCELL, STEPHEN C.
09159271	6393453	150	09/22/1998	CIRCUIT AND METHOD FOR FAST SQUARING	PURCELL, STEPHEN C.
09328844	Not Issued	161	06/09/1999	METHOD AND APPARATUS FOR SHARING CACHE MEMORY AMONG MULTIPLE PROCESSORS	PURCELL, STEPHEN C.

09328971	6449671	150	06/09/1999	METHOD AND APPARATUS FOR BUSING DATA ELEMENTS	PURCELL, STEPHEN C.

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Day : Tuesday
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Inventor Name Search Result

Your Search was:

Last Name = KARTCH
First Name = DANIEL

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09925127	Not Issued	71	08/08/2001	Efficiently determining storage locations for the levels of detail of a MIP map of an image	KARTCH, DANIEL A.

Inventor Search Completed: No Records to Display.

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1 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Pr ceedings f the c nference n SIGGRAPH 2004 c urse n tes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an

extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

4 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

5 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

6 The design and analysis of a cache architecture for texture mapping

Ziyad S. Hakura, Anoop Gupta

May 1997 **ACM SIGARCH Computer Architecture News , Proceedings of the 24th annual international symposium on Computer architecture ISCA '97**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(2.10 MB) Additional Information: full citation, abstract, references, citings, index terms

The effectiveness of texture mapping in enhancing the realism of computer generated imagery has made support for real-time texture mapping a critical part of graphics pipelines. Despite a recent surge in interest in three-dimensional graphics from computer architects, high-quality high-speed texture mapping has so far been confined to costly hardware systems that use brute-force techniques to achieve high performance. One obstacle faced by designers of texture mapping systems is the requirement ...

7 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos

August 2004 **Pr ceedings f the c nference n SIGGRAPH 2004 c urse n tes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

8 Run-time support for distributed sharing in safe languages

Y. Charlie Hu, Weimin Yu, Alan Cox, Dan Wallach, Willy Zwaenepoel
February 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 1
Publisher: ACM Press
Full text available: pdf(530.12 KB) Additional Information: full citation, abstract, references, index terms

We present a new run-time system that supports object sharing in a distributed system. The key insight in this system is that a handle-based implementation of such a system enables efficient and transparent sharing of data with both fine- and coarse-grained access patterns. In addition, it supports efficient execution of garbage-collected programs. In contrast, conventional distributed shared memory (DSM) systems are limited to providing only one granularity with good performance, and have exper ...

Keywords: Communications, distributed sharing, memory consistency, safe programming languages

9 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.17 MB) Additional Information: full citation, abstract

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

10 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan
December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4
Publisher: ACM Press
Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keyw rds: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

11 Functional-join processing

R. Braumandl, J. Claussen, A. Kemper, D. Kossmann

February 2000 **The VLDB J urnal — The Internati nal J urnal n Very Large Data Bases**, Volume 8 Issue 3-4

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(486.22 KB) Additional Information: full citation, abstract, citings, index terms

Inter-object references are one of the key concepts of object-relational and object-oriented database systems. In this work, we investigate alternative techniques to implement inter-object references and make the best use of them in query processing, i.e., in evaluating functional joins. We will give a comprehensive overview and performance evaluation of all known techniques for simple (single-valued) as well as multi-valued functional joins. Furthermore, we will describe special *order-preser ...*

Keywords: *Functional join, Logical OID, Object identifier, Order-preserving join, Physical OID, Pointer join, Query processing*

12 Modeling for text compression

Timothy Bell, Ian H. Witten, John G. Cleary

December 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 4

Publisher: ACM Press

Full text available: pdf(3.54 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The best schemes for text compression use large models to help them predict which characters will come next. The actual next characters are coded with respect to the prediction, resulting in compression of information. Models are best formed adaptively, based on the text seen so far. This paper surveys successful strategies for adaptive modeling that are suitable for use in practical text compression systems. The strategies fall into three main classes: finite-context modeling, i ...

13 Technical reports

SIGACT News Staff

January 1980 **ACM SIGACT News**, Volume 12 Issue 1

Publisher: ACM Press

Full text available: pdf(5.28 MB) Additional Information: full citation

14 3D RGB image compression for interactive applications

Chandrajit Bajaj, Insung Ihm, Sanghun Park

January 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 1

Publisher: ACM Press

Full text available: pdf(2.41 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a new 3D RGB image compression scheme designed for interactive real-time applications. In designing our compression method, we have compromised between two important goals: high compression ratio and fast random access ability, and have tried to minimize the overhead caused during run-time reconstruction. Our compression technique is suitable for applications wherein data are accessed in a somewhat unpredictable fashion, and real-time performance of decompression is nece ...

15

Software-extended coherent shared memory: performance and cost
D. Chaiken, A. Agarwal
April 1994 **ACM SIGARCH C mputer Architecture News , Pr ceedings f the 21ST annual internati nal symp sium n C mputer architecture ISCA '94**, Volume 22 Issue 2
Publisher: IEEE Computer Society Press, ACM Press
Full text available: pdf(1.27 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper evaluates the tradeoffs involved in the design of the software-extended memory system of Alewife, a multiprocessor architecture that implements coherent shared memory through a combination of hardware and software mechanisms. For each block of memory, Alewife implements between zero and five coherence directory pointers in hardware and allows software to handle requests when the pointers are exhausted. The software includes a flexible coherence interface that facilitates protocol soft ...

16 InfiniteReality: a real-time graphics system
John S. Montrym, Daniel R. Baum, David L. Dignam, Christopher J. Migdal
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(697.27 KB) Additional Information: full citation, references, citings, index terms

17 Compiler and hardware support for cache coherence in large-scale multiprocessors: design considerations and performance study
Lynn Choi, Pen-Chung Yew
May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture ISCA '96**, Volume 24 Issue 2
Publisher: ACM Press
Full text available: pdf(1.48 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we study a hardware-supported, compiler directed (HSCD) cache coherence scheme, which can be implemented on a large-scale multiprocessor using off-the-shelf microprocessors, such as the Cray T3D. It can be adapted to various cache organizations, including multi-word cache lines and byte-addressable architectures. Several system related issues, including critical sections, inter-thread communication, and task migration have also been addressed. The cost of the required hardware sup ...

18 Non-photorealistic virtual environments
Allison W. Klein, Wilmot Li, Michael M. Kazhdan, Wagner T. Corrêa, Adam Finkelstein, Thomas A. Funkhouser
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(5.48 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe a system for non-photorealistic rendering (NPR) of virtual environments. In real time, it synthesizes imagery of architectural interiors using stroke-based textures. We address the four main challenges of such a system — interactivity, visual detail, controlled stroke size, and frame-to-frame coherence — through image based rendering (IBR) methods. In a preprocessing stage, we capture photos of a real or synthetic environment, map the photos to a coarse model of the ...

Keyw rds: image-based rendering, interactive virtual environments, non-photorealistic rendering, texture mapping

19 The clipmap: a virtual mipmap

Christopher C. Tanner, Christopher J. Migdal, Michael T. Jones
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(591.57 KB) Additional Information: full citation, references, citings, index terms

Keywords: clipmap, image exploitation, load management, mipmap, terrain visualization, texture, visual simulation

20 Interactive display of very large textures

David Cline, Parris K. Egbert
October 1998 **Proceedings of the conference on Visualization '98**
Publisher: IEEE Computer Society Press
Full text available: pdf(1.59 MB) Additional Information: full citation, references, citings, index terms
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Keywords: bandwidth-limited resource, interactivity, real-time display, texture caching, texture mapping

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IEEE STD	IEEE Standard

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1. **The stability of variable step-size LMS algorithms**
Gelfand, S.B.; Yongbin Wei; Krogmeier, J.V.;
Signal Processing, IEEE Transactions on [see also Acoustics, Speech, and Sic IEEE Transactions on]
Volume 47, Issue 12, Dec. 1999 Page(s):3277 - 3288
Digital Object Identifier 10.1109/78.806072
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Beeftink, F.; Kudva, P.; Kung, D.; Stok, L.;
Computer-Aided Design, 1998. ICCAD 98. Digest of Technical Papers. 1998 IE International Conference on
8-12 Nov 1998 Page(s):545 - 550
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3. **Computer simulation of the development process in electrophotography**
Lu Valle, J.E.;
Electron Devices, IEEE Transactions on
Volume 19, Issue 4, Apr 1972 Page(s):475 - 495
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4. **The effect of LUT and cluster size on deep-submicron FPGA performance**
Ahmed, E.; Rose, J.;
Very Large Scale Integration (VLSI) Systems, IEEE Transactions on
Volume 12, Issue 3, March 2004 Page(s):288 - 298
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5. **Building r liability into full-array BGAs**
Yuan Li; Pannikkat, A.; Anderson, L.; Verma, T.; Euzent, B.;
Electronics Manufacturing Technology Symposium, 2000. Twenty-Sixth IEEE/(International
2-3 Oct 2000 Page(s):146 - 152
Digital Object Id ntifier 10.1109/IEMT.2000.910723

AbstractPlus | Full Text: PDF(592 KB) IEEE CNF
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6. **A m dal analysis t chniqu for th on-line particl size measurement of p conv yed pulv riz d c al**
Hancke, G.P.; Malan, R.;
Instrumentation and Measurement, IEEE Transactions on
Volume 47, Issue 1, Feb. 1998 Page(s):114 - 122
Digital Object Identifier 10.1109/19.728802
AbstractPlus | References | Full Text: PDF(200 KB) IEEE JNL
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7. **Conduction development in electrically conductive adhesives with a bim distributed conducting and inert particles: effect of polydispersity**
Mikrajuddin; Shi, F.G.; Okuyama, K.; Kim, H.K.;
Electronic Components and Technology Conference, 2000. 2000 Proceedings
21-24 May 2000 Page(s):609 - 614
Digital Object Identifier 10.1109/ECTC.2000.853221
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